Playing Popular Science

August 3rd – 7th 2016

1st Joint Conference of DiGRA and FDG, Dalhousie Building, Dundee

Dare Indie Fest, Caird Hall, Dundee

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With support from Scottish Crucible

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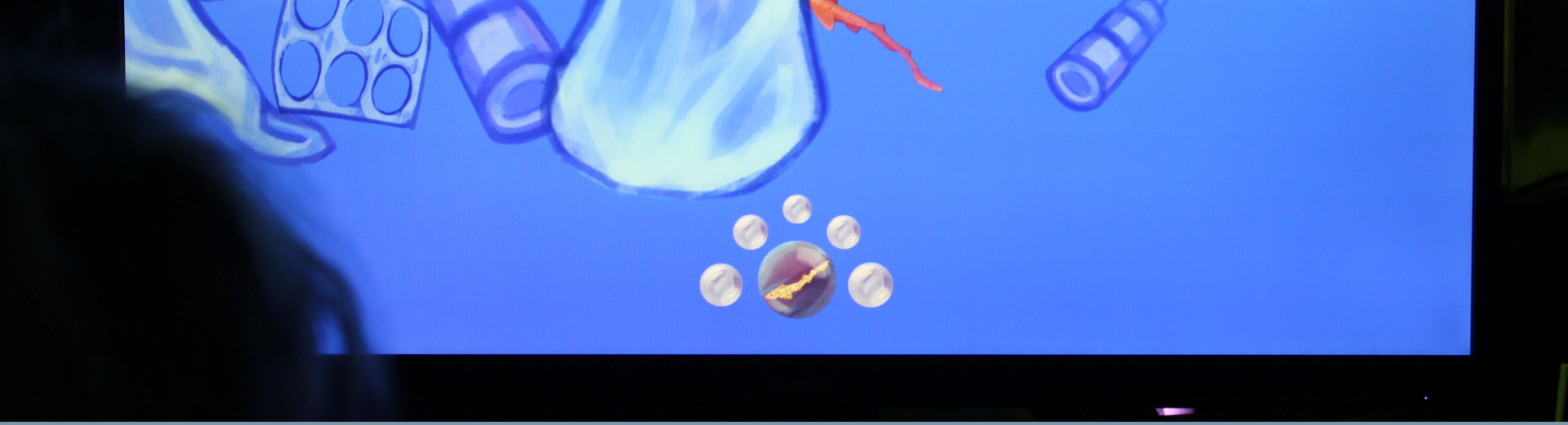
Popular science is a critical form of science communication and dissemination. While scientific journals and textbooks are well suited to dissemination of detailed theories and findings within academic communities, there is a definitive need to inform the general public of key scientific concepts and challenges. Indeed, this is increasingly seen as a central part of any research project or funding bid: in the United Kingdom, the Research Councils stipulate a need to consider public engagement and outreach in research proposals.



For scientists, the popular science book has long been a medium of choice, primarily because they already have a great deal of experience in writing. But in recent years scientific researchers have been increasingly engaged with other forms of popular science communication, including radio and television broadcasting. Early careers researchers are now provided with training in these areas, including guidance on how to develop programme proposals and how to write, present, direct, and edit materials for print, the airwaves, and screen. In effect, today's scientists are expected to engage directly with popular science journalism not merely as scientific advisors, but as the writers, directors, and broadcasters.

Playing Popular Science was a peer-reviewed game design event that took place at the 1st Joint Conference of DiGRA/FDG (August 3rd). This event involved an exhibition and discussion of four popular science games, co-designed by scientific experts and designed and developed by students at Abertay University. The four games were:

Namaka by Crowbar Games

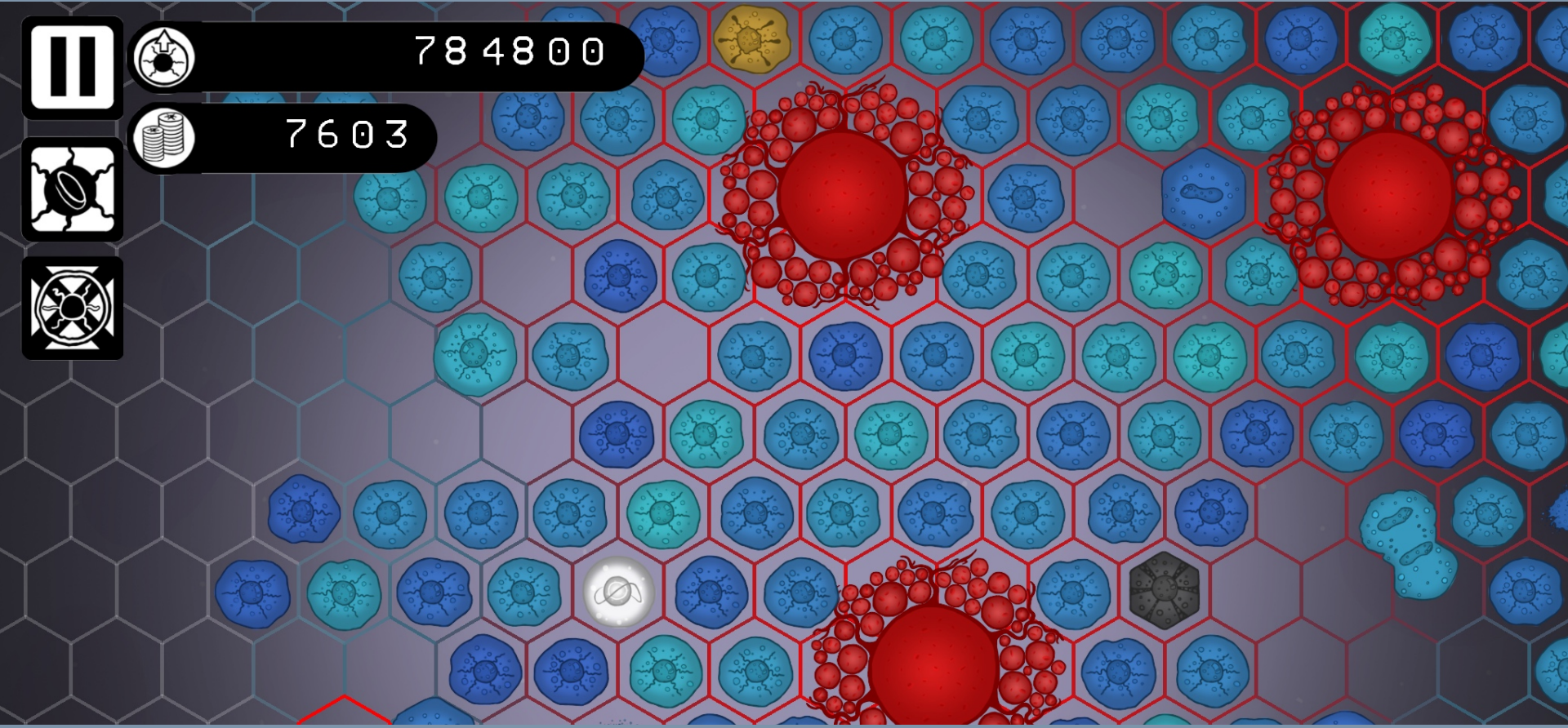
Co-designed by Ecotoxicologist Dr Brian Quinn

Tides: A Shark Tale by Benthos Games

Co-designed by Immunologist and sharks expert Dr Helen Dooley

Orbs by Quantessential Games

Co-designed by Quantum Physicist Dr Erik Gauger



Cell Cycle by Type 3 Games

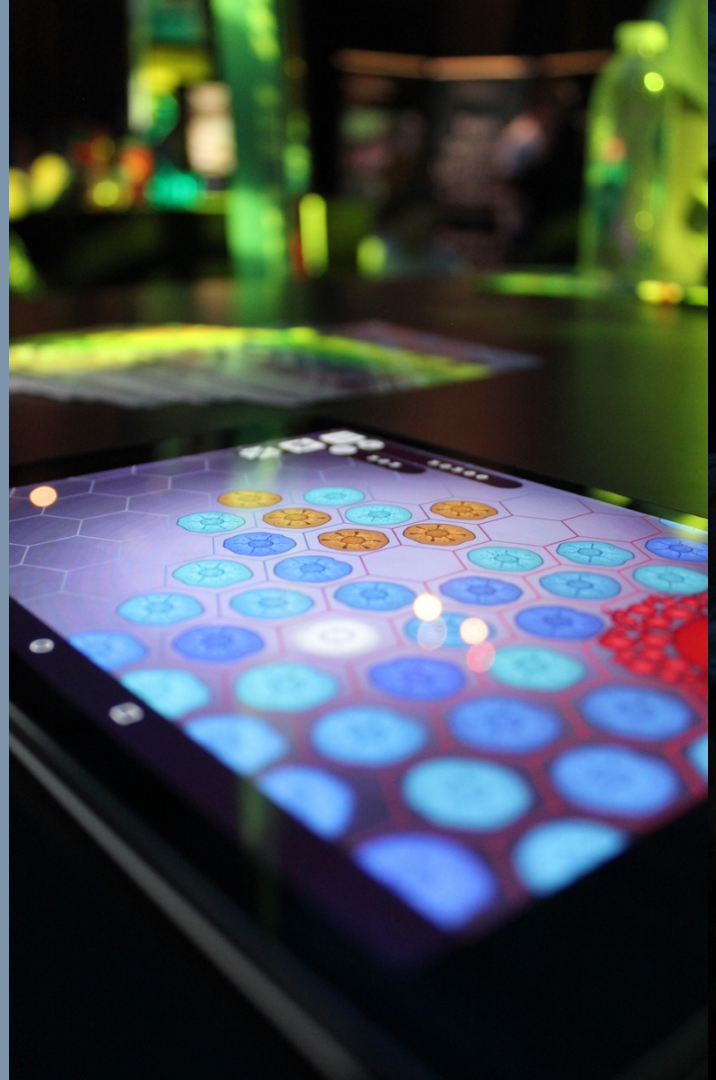
Co-designed by Cell Biologist and cancer researcher Dr Adrian Saurin

Presentations by game development teams at DiGRA/FDG, August 3rd 2016
Orbs (top left), **Cell Cycle** (top right), **Namaka** (bottom left), **Tides** (bottom right)

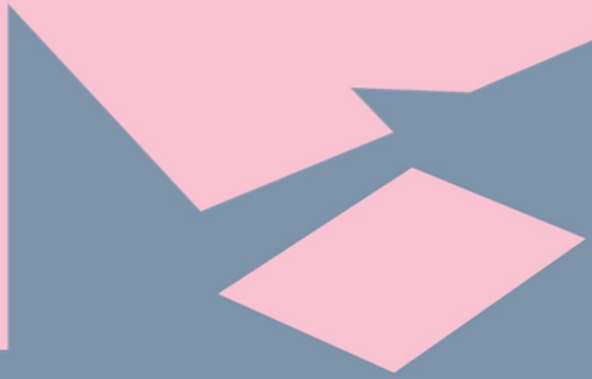
Game posters exhibited at DiGRA/FDG, August 3rd 2016

Game demos presented at DiGRA/FDG, August 3rd 2016

Following presentations and demos at the DiGRA/FDG conference, the Playing Popular Science development teams exhibited at the Dare Indie Fest in the Caird Hall, Dundee (August 4th-7th)



CONTACT



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